MATH GRAN PRIX™

ATARI®

CX2658

COMPLETE
GAME PLAY
INSTRUCTIONS

EDUCATIONAL
GAME

FOR ONE OR
TWO PLAYERS

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EDUCATIONAL GAME
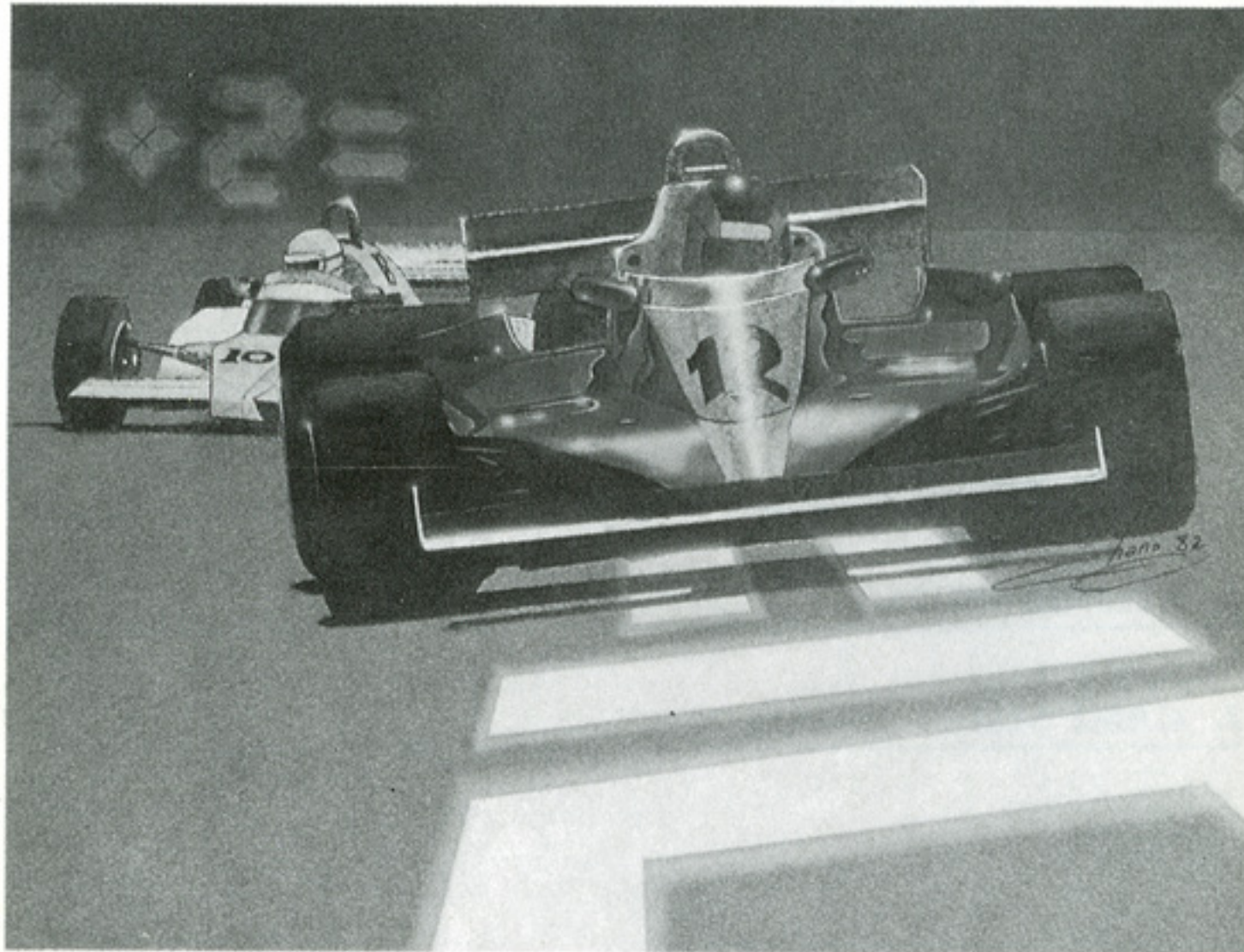
1. NOTE TO PARENTS

We suggest that you read through this manual once with your children; then put them behind the wheel. MATH GRAN PRIX will keep them playing and practicing long after they've set down their books and worksheets.

2. GAME PLAY

The object of the game is to cross the finish line before the other car. For each turn, the computer gives you an arithmetic problem. When you answer the problem correctly, your car zooms further ahead. If your answer is wrong, the computer gives you the correct answer and your car stays where it is. Players take turns with each other or, in a one-player game, with the computer.

At the beginning of each turn, you will be given a choice of moving **2 OR 3 SPACES**. If this message appears in red, the red car moves; if it is blue, the blue car moves.
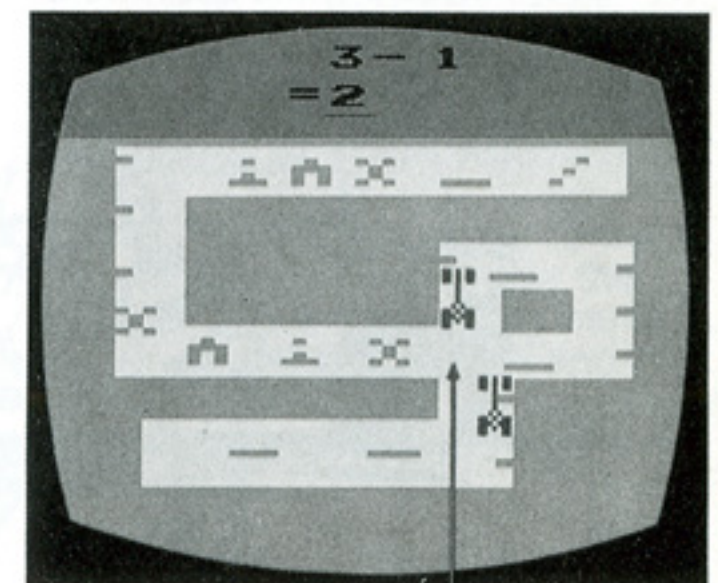
NOTE: If you are not using a color television, red will appear black; blue will appear white.

If you choose to move two instead of three spaces, the computer will give you a slightly easier problem to answer. But as you will see, there are other reasons you may only want to move two spaces.

BUMPING

For example, you may want to bump the other car off the track. When this happens, the bumped car breaks down on the side of the road. The computer will automatically give the driver a two-space problem. The correct answer will fix the car. The car is not actually back in the race until the next turn.
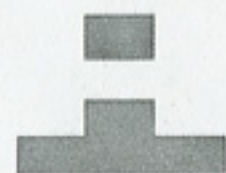
NOTE: Cars cannot bump each other until after the first track crossing. Also, all crossings are safe spots. *(See* **Figúre 1.***)*

Track Crossing
Figure 1.

MATH GRAN PRIX™ is an educational game for children, ages 6 through 10. By solving arithmetic problems shown on the screen, players move their cars along the Gran Prix track. While the game is designed to exercise and strengthen basic arithmetic skills, it also offers children an element of chance and surprise that will capture their attention and enthusiasm.

In addition to nine different game versions, MATH GRAN PRIX contains a built-in "tutor" to encourage players of all skill levels. The computer will respond to incorrect answers by offering progressively easier problems. The problems become more difficult in response to correct answers. This helps to balance the different abilities of two players, and insures a more exciting race for each game.

Part of arithmetic reasoning is learning to find different and quicker ways to solve problems. To enhance this goal, each player has the option of playing MATH GRAN PRIX with a time limit on each problem. A more advanced player may choose to play with a time limit, while the other player plays without.

TRACK MARKERS

Other spots you'll want to head for are the Gran Prix track markers.

Spinner

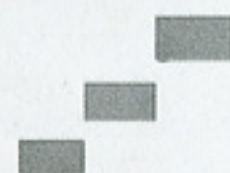The **Spinner** will shoot you ahead one to four spaces.

Skipper

The **Skipper** gives you an extra turn. Watch for the **2 OR 3 SPACES** message in your racing color.
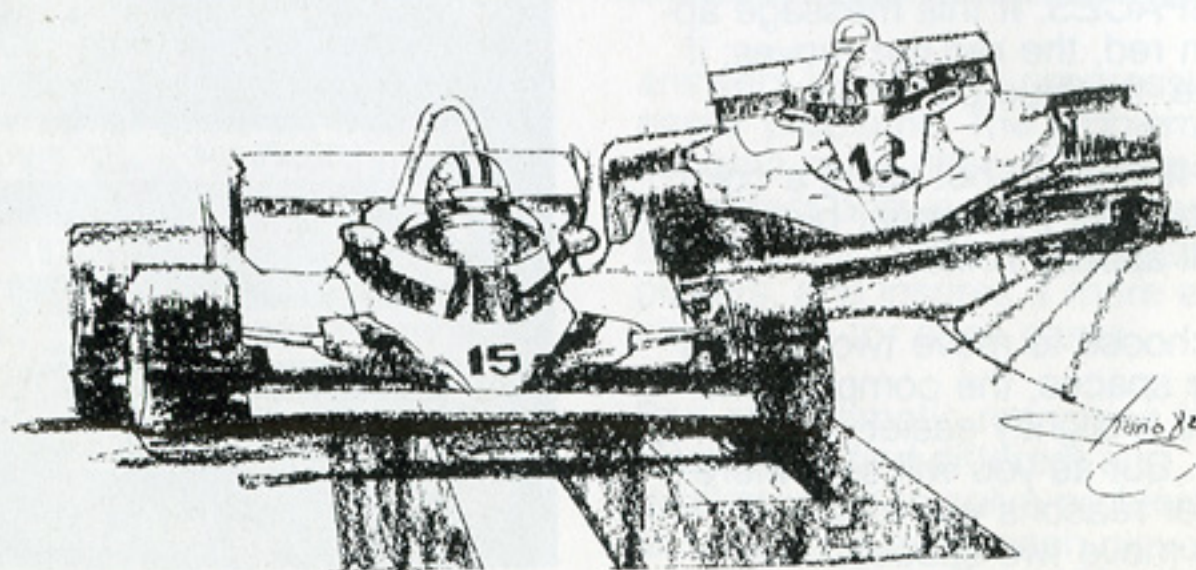
Sinker

The **Sinker** protects you from being bumped off the track. The other car will seem to cover you, but you'll race off without a dent.
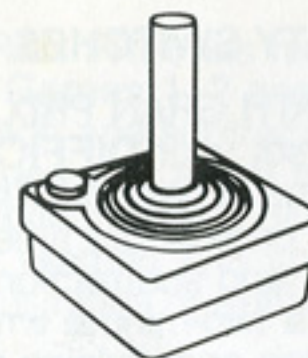
Steps

The **Steps** is the last track marker before the finish line. If your car lands here, the computer will give you only three-space problems until your car or the other car makes it across the finish line.

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3. USING THE CONTROLLERS

Use your Joystick Controller with this ATARI Game Program cartridge. Be sure the controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System game. For one-player games, plug your Joystick Controller into the **LEFT CONTROLLER** jack. Hold the controller with the red button to your upper left, toward the television screen.
See Section 3 of your owner's manual for further details.

Use your controller to choose a two or a three-space problem. Move your Joystick to left for a two-space problem; move it to the right if you want to try for three spaces. Press the red fire button when you are ready for the problem.

Your Joystick also lets you "write" your answer on the screen. Pushing the Joystick forward lets you count up from O to 9; pulling it toward you lets you count down from 9 to 0. The number you choose will appear above the "cursor," or little dash, in the answer space.
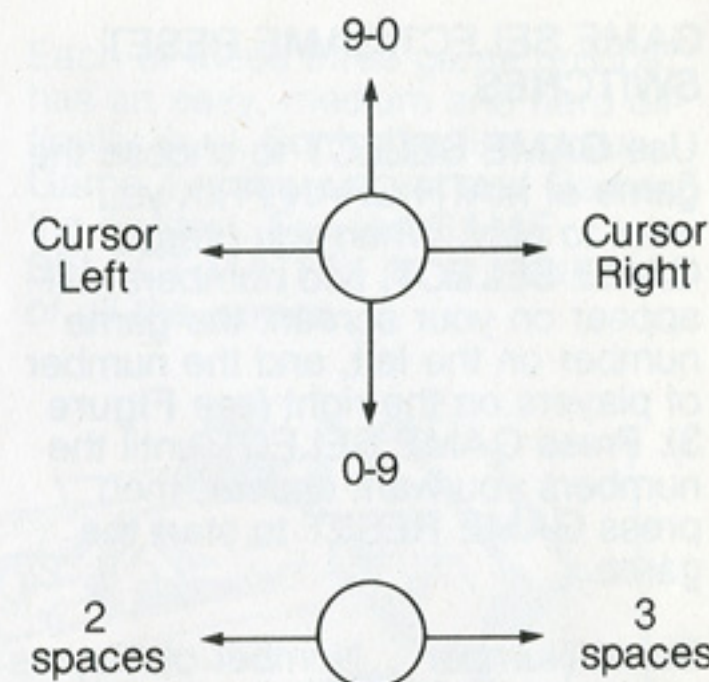
9-0 / 0-9
Cursor Left — Cursor Right

2 spaces — 3 spaces

Figure 2. Joystick Moves

As you will see, the Joystick will only count up to **9**. So, if your answer is **10** or more, do this: Write a **1**; move the Joystick to the right to move the cursor over; then write a **0**. Press the fire button when you have chosen your answer. DO NOT PRESS THE FIRE BUTTON UNTIL YOU HAVE WRITTEN IN ALL THE NUMBERS IN YOUR ANSWER.

NOTE: Moving the cursor to the left will automatically erase the number above it. You may move the cursor back and forth and change your answer as many times as you like before pressing the red fire button.

4. CONSOLE CONTROLS

GAME SELECT/GAME RESET SWITCHES

Use **GAME SELECT** to choose the game of MATH GRAN PRIX you want to play. When you press **GAME SELECT**, two numbers will appear on your screen: the game number on the left, and the number of players on the right (*see* **Figure 3**). Press **GAME SELECT** until the numbers you want appear; then press **GAME RESET** to start the game.
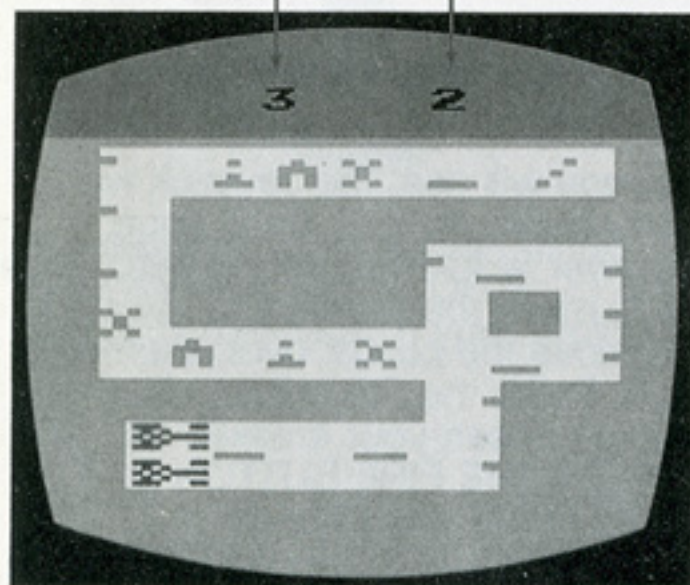
Game Number   Number of Players

Figure 3.

Both switches will stop the game at any time. **GAME RESET** will start the same game over; **GAME SELECT** will let you choose a new game.

DIFFICULTY SWITCHES

To play MATH GRAN PRIX with a time limit, set your **DIFFICULTY** switch to the **A** position. This will give you a one-minute time limit on all addition and subtraction problems, and a two-minute limit on multiplication and division problems. If you do not answer a problem in time, the computer writes in the correct answer and your car stays where it is.

To play the game without a time limit, set your **DIFFICULTY** switch to the **B** position.

The player using the left Joystick Controller uses the **LEFT DIFFICULTY** switch; the player with the right Joystick Controller uses the **RIGHT DIFFICULTY** switch.

TV TYPE SWITCH

Set this switch to **COLOR** if you have a color television set. Set it to **B-W** to play the game in black and white.

5. GAME VARIATIONS

MATH GRAN PRIX has nine game versions. **Games 1, 2** and **3** contain only addition and subtraction problems; **Games 4, 5** and **6** contain only multiplication and division problems. **Games 7, 8** and **9** contain all four types of arithmetic problems.

Each of these three game groups has an easy, medium and hard difficulty level. So, in the first group, **Game 1** is the easiest and **Game 3** the hardest. *See the* **GAME SELECT MATRIX** *for a breakdown of all the games.*
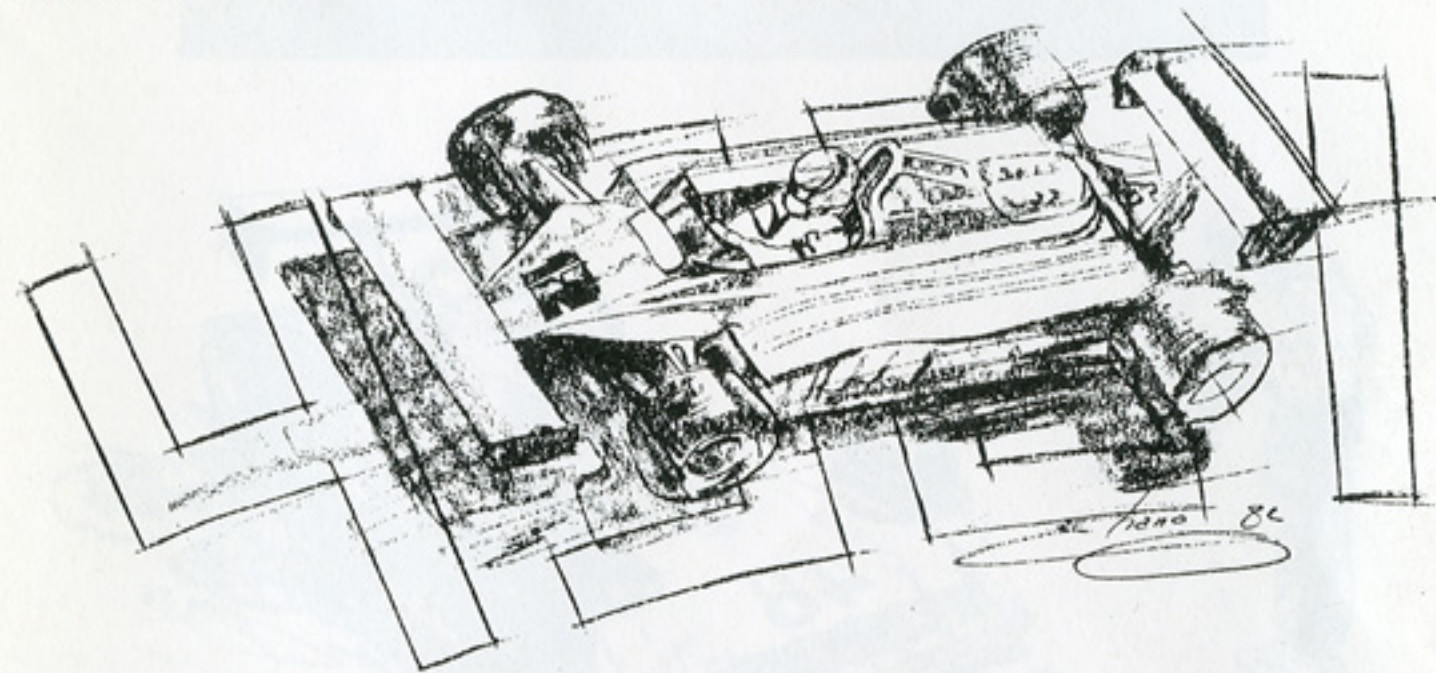

6. HELPFUL HINTS

Answering the problems alone will not always win the race for you. As you will notice, in a one-player game, the computer always hits the track markers and always tries to bump you off the track.

Like the computer, you'll want to head for the track markers. And use the safe spots. You'll have to think a few moves ahead to stay in the race.

7. GAME SELECT MATRIX

	Easy	Medium	Hard
+ / −	1	2	3
× / ÷	4	5	6
+ / − × / ÷	7	8	9
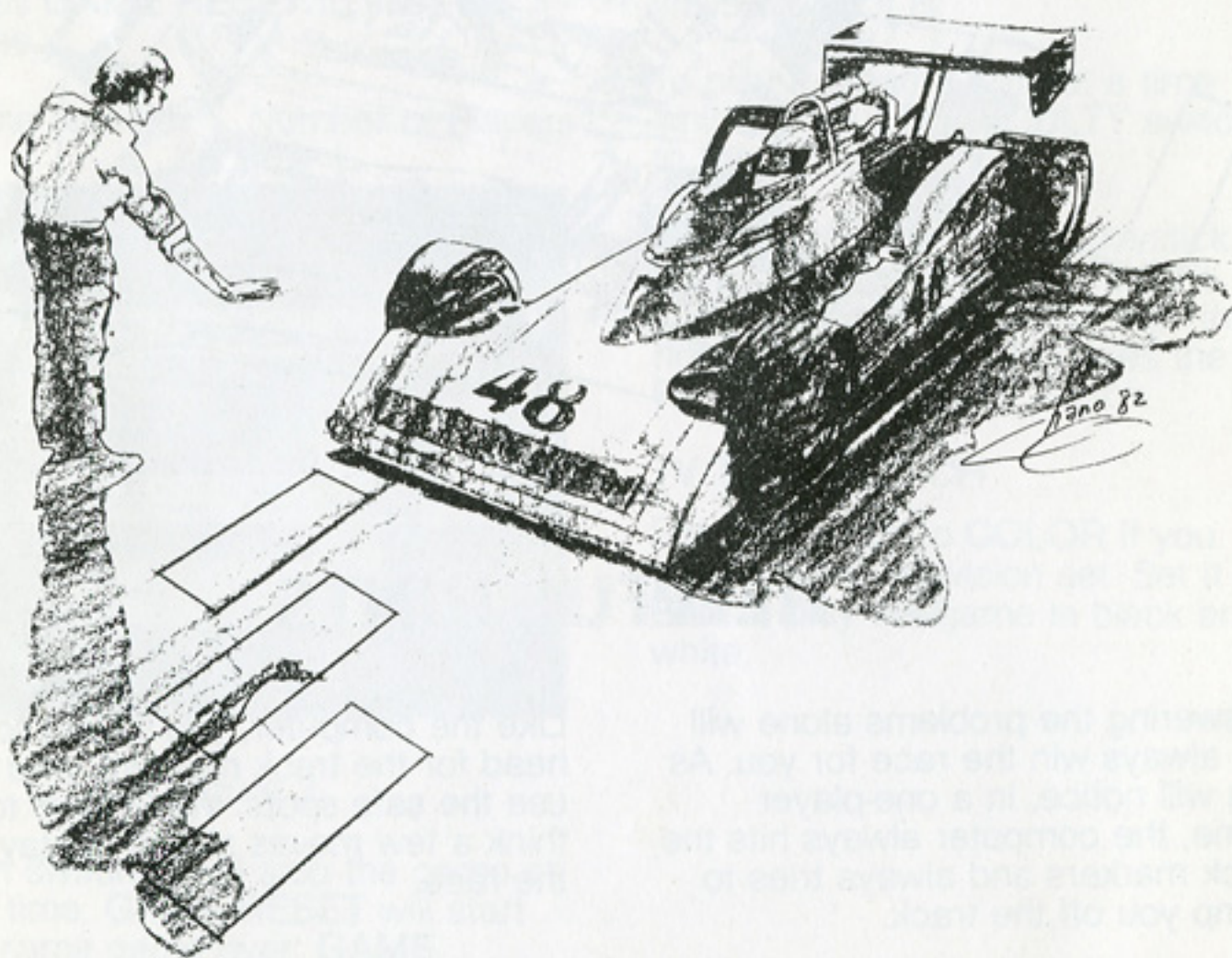
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